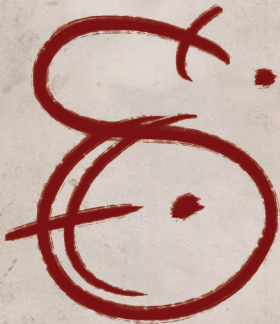


primal



BEAST WITHIN

Your eyes glow, fur covers your body, your nails lengthen into claws, and your teeth become fangs. For the duration, you gain darksight and a +2 bonus to Speed, and your attacks with unarmed strikes and natural weapons deal 1d6 extra damage.

SHADOW 136

UTILITY 0

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HIDE FROM ANIMALS

Duration 1 minute; see the effect

You become hidden from all animals for the duration. The effect ends immediately if you make an attack.

SHADOW 136

UTILITY 0

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BEAST TONGUE

Duration 1 minute

For the duration, you can communicate with any animal that can hear you.

SHADOW 136

UTILITY 1

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BEFRIEND ANIMAL

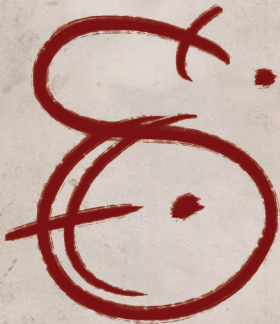
Target One animal you can see within short range
Make a Will attack roll against the target's Will. You make the attack roll with 1 boon if you are under the effect of the beast tongue spell. If the target's Health is higher than yours, the spell fails and the casting is wasted.

On a success, the target becomes charmed until you complete a rest. It accompanies you on your adventures and helps you to the best of its ability, though it remains under the GM's control.

You can have a number of animals charmed in this way equal to your Power score. If casting this spell causes you to exceed this number, the effect automatically ends on the animal affected for the longest time.

Attack Roll 20+ The target becomes permanently charmed.

primal



CALL SMALL ANIMAL

Area A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface

Duration 1 hour

A compelled **small animal** or **tiny animal** appears in the area. A tiny animal can have one of the following traits: climber, flier, poisonous, or swimmer. The animal is of a kind appropriate to the environment where you cast the spell. When the effect ends or the animal becomes incapacitated, it returns whence it came.

SHADOW 136

UTILITY 1

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CALL MEDIUM ANIMAL

Area A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface

Duration 1 hour

This spell works like *call small animal*, except that a compelled **medium animal, small animal, or tiny animal** appears inside the area. A small or tiny animal can have one of the following traits: climber, flier, poisonous, or swimmer.

SHADOW 136

UTILITY 2

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DIRE BEAST

Target You or one animal within short range

Duration 1 minute

The target becomes a savage beast. For the duration, the target's Size increases to 1, or increases by 1 if it is Size 1 or larger, and its attacks with unarmed strikes and natural weapons deal 1d6 extra damage.

SHADOW 136

UTILITY 2

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CALL LARGE ANIMAL

Area A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface

Duration 1 hour

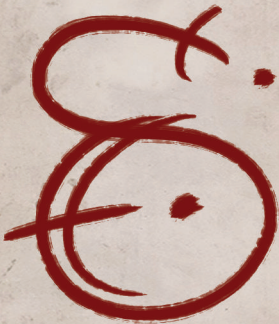
This spell works like *call small animal*, except that a compelled **large animal, medium animal, or small animal** appears in the area. A medium or small animal can have one of the following traits: climber, flier, poisonous, or swimmer.

SHADOW 136

UTILITY 3

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POUNCE

Requirement You must be under the effects of the beast within spell.

You move up to twice your Speed. At any point during this movement, you can make an attack with an unarmed strike or natural weapon against a target within your reach, using Will in place of the attribute the attack normally uses. On a success, the target takes the attack's damage plus 4d6 extra damage and falls prone.

primal



CALL OF THE WILD

Target Up to five creatures within short range

Duration 1 minute

The targets acquire bestial traits. For the duration, each target gains a +10 bonus to Health and a +2 bonus to Speed, and deals 1d6 extra damage with its attacks using unarmed strikes and natural weapons.

SHADOW 136

UTILITY 4

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CALL HUGE ANIMAL

Area A cube of space, 3 yards on a side, originating from a point within medium range and resting on a solid surface

Duration 1 hour

This spell works like *call small animal*, except that a compelled **huge animal, large animal, or medium animal** appears in the area. A large or medium animal can have one of the following traits: climber, flier, poisonous, or swimmer.

SHADOW 136

UTILITY 5

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